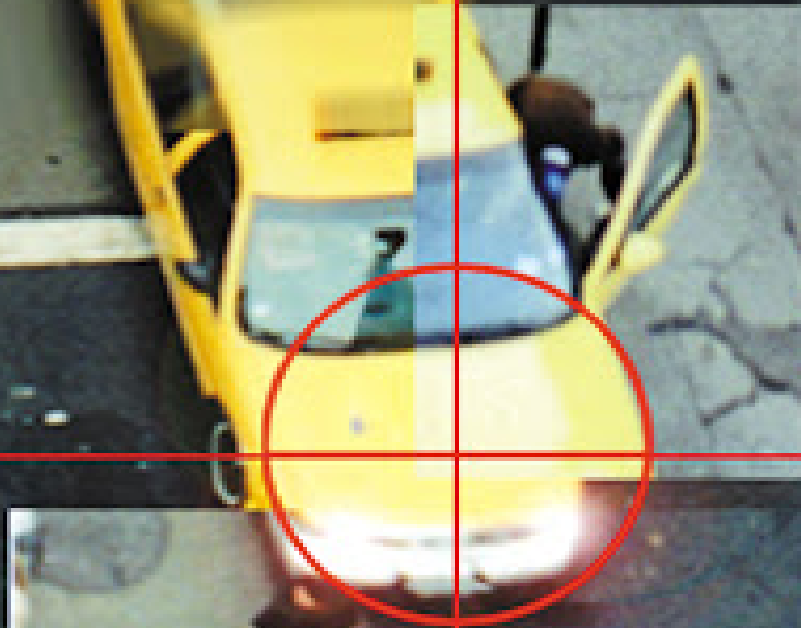


# GTA2



Gener Guzman



Works Cited

“Grand Theft Auto 2” *Fandom*

[https://gta.fandom.com/wiki/Grand\\_Theft\\_Auto\\_2](https://gta.fandom.com/wiki/Grand_Theft_Auto_2)

## GTA 2

GeneralEpicStudios

Rockstar Games

Grand Theft Auto

5 January 2020

### Prologue

After beating the original game, Claude goes onto the second game and begins playing. He believes he will become a better gamer besides just hanging around Liberty City. In the menu, he names his character after himself and bases the place in Liberty City in the futuristic 2013 because he was playing the original game from 1997 to 1999. In 1999, he started the second game, even though some programming errors made the game have 1999 features. He watches the movie that takes place in a city based on Liberty City, but he decides to name the city where the game takes place to be called Anywhere City, a weird name for a city to be called.

---

### Downtown/Commercial

Claude Speed is first casually walking down the street before breaking into a run when he discovers himself being chased by a large group of people until he finds a way to escape. He escapes by stealing a van owned by the Zaibatsu Corporation, which earns him a mark for death from the Corporation's higher-ups. Claude does various things such as driving while taking drugs, getting into a police chase, getting a car sprayed, drug running, and rescuing a group of trapped people dressed as monks from a van and killing the owner.

After Claude kills the owner, he exits the building and goes to the payphone nearby. The payphone tells Claude to go to the three payphones: One for the Yakuza, one for the Zaibatsu,

and one for the Loonies to show how the respect system works. Claude goes to all three payphones and heads back to the starting point near the church to get the S-Uzi and a token.

Claude starts the job by going to the Yakuza payphone. The Zaibatsu Corporation discovers Yakuza's experiments with Doctor Zitzaki. Claude picks up the doctor from the hospital and drives to the Yakuza J-Lab to earn \$20000.

Johnny Zoo is having his money illegally transferred to a local bank by his inside man Hiroshi. He asks Claude to use the provided Shark to pick up Hiroshi from the bank before the cops arrive and arrest. Once Claude arrives at the bank, he finds two guards and kills them. Then he meets Hiroshi. Once Claude meets Hiroshi, they get in the Max Paynt and lose the cops by going to the respray shop. Last, Claude and Hiroshi head back to Hiroshi's safehouse.

The Loonies have not paid back Johnny from the deal. Johnny tells Claude to steal the money from the Loonies and return. When Claude arrives at the meeting, the Loonies double-cross Johnny and attacks Claude. Claude arms the Ice Cream Van with a bomb and breaks into the Asylum. Last, he destroys the Happy Gas Tanks and earns another \$20000.

Gama Rei is at the City Hospital having a plastic surgery, but the Loonies send out assassin for him since he knows valuable secrets. Claude uses a Medicar and goes to the hospital to pick up Gama Rei. Once Claude picks up Gama Rei, Loony assassins close in for a kill. Claude is being chased by the assassins and loses them. Last, he takes Gama Rei to the safehouse. From there, he switches to night mode and pretends to sleep by saving the game.

Johnny is worried that his top man is selling out secrets to the Zaibatsu Corporation. Claude follows the top man and examines him. He finds the top man guilty. He meets the Refried Noodle. Claude and the Refried Noodle kill the traitor and his bodyguards.

## GTA 2

Johnny is pissed that his favorite car has been impounded by the SWAT. He sends Claude to steal the SWAT Van. Claude damages the SWAT Van enough for the team to be called out, so he can steal the van. After Claude steals the van, he takes it to the garage.

Because Claude steals the SWAT van, the military sends out tanks to destroy Johnny's cars. Claude stops the tank by killing the guards and destroying the tank at the same time.

Claude goes on the payphone of the Zaibatsu. The Yakuza are dealing more business on the streets than the Zaibatsu. Claude delivers the new shipment of merchandise to the Zaibatsu as quickly as possible, so that the Zaibatsu deals more business than before.

Trey Walsh discovered a snitch in the corporation who has been selling secrets to the police. Claude steals the police car and kills the snitch, Shady, and the car in the crusher.

The Loonies interfere with Zaibatsu's drug business, and Trey wants revenge by blowing up their garage. Claude goes to the Loonies' garage and blows them up, killing the Loonies.

On the next day, Claude goes back to the phone and finds out that the Yutes are crushing the Zaibatsu's cars. He is told to find a snitch named Lefty and tell him where the Yutes' boss are, so the Yutes can be punished. Claude goes to the Yutes territory and kills them all.

On the next missions, Trey Welsh needs to pay off the police debts, but he does not have enough money to pay them off. As a result, he tells Claude to rob the Third World Bank to steal money and bring him back the money. Claude heads to the bank and kicks the door. He uses his gun to take care of the hostages while he steals money. However, some of the people inside the bank sneak and call the cops. The cops quickly came while Claude got out of the bank quickly. Claude enters his car and is being chased by the cops. He eventually loses the cops and heads to the safehouse. When he gets to the safehouse, he gives the money to Trey. He finally uses his

money Claude gives to pay off the police debts while Claude is rewarded money. He takes a break from any missions and decides to relax until he is able to go back to the phone.

Claude goes back to the phone and is informed that Doctor Cubana, a Latin biologist who works for the Zaibatsu Corporation, is being kidnapped by Yakuza members. The doctor is getting tortured inside the Miara being driven around the downtown district. Claude needs to locate and destroy the two Miaras driving around. He takes his car from the phone and finds the two cars. The two cars are armored, so they cannot be destroyed by guns except those that explode such as the rocket launchers and grenades. Claude locates and destroys one car using a grenade at a red light quietly and another with a rocket launcher, killing Doctor Cubana.

After killing Cubana, Claude goes to church and a house to wait for the next day to pass. In the morning, he goes to the phone to start his job for the day. Trey Welsh needs bank notes for his drug deal operation, so Claude needs to steal a bank van and bring it back to the safehouse. Claude takes his car and sneaks behind the van. He hurries up to the van before the guard goes away by jacking the guard. After Claude jacks the guard, he takes the van while being chased by the Yakuza. The Yakuza are shooting at the van hoping to destroy it and kill Claude. On the way to the safehouse, Claude gets out of the van and kills some of the Yakuza members several times until he loses them to the safehouse. Once he gets to the safehouse, he gets rewarded \$60000. This is enough money for Trey Welsh to purchase a flight ticket to the moon.

Claude comes back to the phone to search for more missions. He has a job for Elmo being told that the Pizza Cake restaurants are screwing Elmo's favorite food and that the restaurants should be exploded. Claude goes to the City University to pick up explosives. He delivers the explosives to a Pizza Cake restaurant and plants them there. He runs away in order to

## GTA 2

avoid getting blown to death. After the restaurant explodes, it turns out there is a Pizza Cake truck on its way to the delivery and that Elmo wants the truck also destroyed too. Claude heads to the opposite direction of the truck delivery routes and blocks the truck on the way to the delivery. He uses several weapons to destroy the truck. After he destroys the truck, he completes the mission and is rewarded a deep fried Pizza Cake as well as \$20000.

Claude goes back to Elmo's payphone and finds out that Zaibatsu's new drug and Futuro FM are causing riot in the downtown district and is bad for Loony's reputation. Claude's goal is to get the explosives and plant them in the generator to stop the riot. The Zaibatsu is expecting Claude to arrive at the main gates, so they defend them. Because of this, Claude sneaks to the back door and plants the explosives at the generator. He runs away before the explosion. The drug-induced riot was a cheap corporate cash-in, but the Loonies got through it.

Once Elmo calls Claude again, he informs that his brother has a job for Claude. Claude heads towards the meet in order to meet Elmo's brother, but the meet ends up getting ambushed by Elmo's brother's Zaibatsu men. Claude kills everyone and escapes back to the phone.

The Yakuza are creating drugs in order to cure the insane and are using them on the Loonies. They would like to stay in insanity, so Claude heads to the Yakuza's J-Lab where the drug project is being developed. Claude destroys the lab which deletes the drug projects.

Later, Claude goes back to the phone and finds out that the cops have a new Dementia Limousine locked in a car compound at the police station. Elmo wants the limo, so he sends Claude to the compound to steal. Claude goes past the guard with the help of Lance, who distracts the guard and slips in through the side. Claude and Lance kill the guards and blow the door lock to steal the limo. Then, the two take the limo and escape to Asylum from the cops.

Elmo wants a taxi ride, but all the taxi drivers won't give a ride. Elmo chooses three taxis for special attention. Claude steals the first taxi, kills the driver, and takes the taxi to the South Docks Crusher to get the taxi crushed. Elmo still cannot get a ride, so Claude steals a second taxi, but there are two taxis nearby. Claude kills the taxi drivers and passengers and crushes the taxi. Elmo is finally getting free taxi rides, but he still wants one more taxi crushed. Claude tries to steal the last taxi, but there's a whole gang surrounding it. Because of this, Claude kills them all and delivers the final taxi to the crusher. He watches the crushing and gets rewarded \$60000.

Elmo is so bored after a long day, so he wants to start a gang war. Claude steals a Zaibatsu Z-Type and uses it to run over Johnny Zoo's best three Yakuza members. He does the same with the Yakuza Miara and Trey Welsh's top three Z-Lieutenants. He sticks with the Loonies to get protection from the other gang and is rewarded \$60000 for his hard work.

The downtown district is starting to get too dangerous for Claude because all three gangs are pissed off and want Claude dead. Claude finds all three bosses and kills them all along with the surrounding members. He kills the Zaibatsu and the Loonies in the first scene and moves to the second scene to kill the Yakuza. He then escapes to the residential district for safety.



## GTA 2

### Residential

Claude goes back to the phone and gets a call. The Rednecks have been experimenting with their own home-made explosives in hopes of a method of destroying the Zaibatsu's barricade. Billy Bob Bean asks Claude to test them out by destroying Fat Boy Jim's trailer before blowing up the barricade itself. Claude destroys the trailer and the barricade.

After blowing up the trailer and the barricade, Claude goes to another phone and gets another call about the next job. The Rednecks are annoyed with the Zaibatsu and SRS so they hire Claude to start a gang war by killing 50 of each gang with their rival's gang car. Claude goes and starts a gang war by killing 50 gang members each with their rival car and treats them as if they were enemies. Then, he escapes the cops as a result of killing the gangs.

The Zaibatsu has sent several hitmen to kill Billy Bob Bean, so he hires Claude to kill them all before they can complete the job. Claude goes to kill all of the hitman to save Billy Bob Bean. Afterwards, he sends Claude to murder Flambo Cortez, a well-known Zaibatsu mercenary in an armored limousine that can only be destroyed with a car bomb.

Billy Bob Bean is angry at the police chief who is receiving a new Benson. He recruits Claude to replace the car with another one, which is rigged with a bomb. Claude becomes careful and replaces the car without having to get blown by the car bomb rigged inside.

Billy Bob Bean wants to surprise Jungle Montana with a tank for his birthday, and tells Claude to steal one at the Army Base. Claude drives to the Army Base, destroying the base's front gate, before locating and stealing the tank. Claude then drives the tank back to the Mobile RV Park, avoiding the army and police. The army and the police are becoming so aggressive and chase after the tank, but the tank is capable of wiping out all of the chasing enemies.

The Rednecks are looking for some fun and invite Claude to join in. A group of Redneck allies accompany him to Dominatrix to destroy five Meteors. After that, they go to Cayman to destroy the same number of Z-Types in order to complete the job.

Billy Bob Bean wants revenge on the guards at Alma Mater Prison for his past experiences. Claude is arrested to get inside the facility, then locates Billy Bob's contact, The Hump, who hands him a keycard to the Guard Room. Claude gets a uniform and weapon from there before killing the prison's guards and starting a riot. He then destroys the front gates, escapes with a Special Agent Car and returns to the Mobile RV Park.

After starting a riot, the prisoners want to escape and go crazy. This is almost like a jailbreak where prisoners find ways to escape the prison and hide in their homes before the police capture the prisoners back. However, the prison guards are killed, and the front gate is destroyed. Just outside the prison are the prisoners stealing cars with some running away like a running army. Many of the prisoners already escape and find ways to mess around the city. This is what Claude believes is going on, but the game has limits that the prisoners escape to an unloaded location in the game, just simulating the jailbreak and not really watching it.

The Zaibatsu have stolen SRS information and Dr. LaBrat wants those responsible captured alive to find out what they know. He hires Claude to locate and steal a taxi to pick up four Zaibatsu operatives waiting for a cab around the district. Once all the operatives have been picked up, Dr. LaBrat has Claude drive the cab to the dockside crane to drown them.

The Zaibatsu and Rednecks want to negotiate peace. The Scientists, however, have no interest in such a thing, so they have Claude pick up the delegations from both gangs in a bus and bring them back to the Scientist Research Center where they can be disposed of.

## GTA 2

The Zaibatsu are growing in numbers, so Dr. LaBrat sends Claude to cut their population down by driving to The Village and killing 47 of them. A number of scientists with machine guns will accompany Claude to help with the slaughter. During this major battle, Claude teams up with the scientists, who happens to know a lot more about science than everybody else in the world. Claude believes this, so the scientists actually help with Claude leading all of the scientists. As a player, Claude is simulated to know everything in the world and some parts of the universe, so he uses that information to dodge the gang attacks like a boss and kills all of the gang members, just 47. Lots of scientists team up with Claude like before, almost matching 45 members, adding up to 46. This battle is simulated to have thousands of gang members and thousands of scientists. Due to game limitations, the battle only can handle less than 100 entities. Having more than 100 entities can lag the game, so this is why game developers avoid placing thousands of enemies and other people in order to make the game playable.

Claude Speed goes to the SRS Scientists Research Center in Dominatrix, with Dr. LaBrat explaining that The Professor is looking to experiment on some of Rednecks, one of their rivals in the district. The Professor has singled out one person in particular, Gran'pa, an old and blind man who will only come with Claude Speed in his grandson's Pickup. Claude drives to the Opry RV Park and meets Dirk, Gran'pa's grandson, who offers his Pickup to Claude if he can kill three escaped Loonies and return in under four minutes. Claude completes the task and wins Dirk's Pickup. Claude drives over to the Ol' Banjo and sounds the horn, with Gran'pa entering the Pickup. Claude then drives to the Research Center, avoiding the pursuing Rednecks.

After completing a major battle and a job for the scientists, Claude returns to the phone and gets informed. The Rednecks are preparing to attack the Scientists' generators in droves. Dr.

LaBrat asks Claude to protect at least one of the three generators from destruction for a couple minutes while they activate auxiliary power. Claude defends all three generators by going to places and making sure that the rednecks get stopped by the scientists before the redneck does. Since the scientists are programmed to like to overpower the rednecks, the battle is easier for the player to win and complete the mission. Claude manages to defend all of the generators, not just one as a result of the benefits and the buffs. That means in the game, Claude has lots of buffs.

The Scientists have discovered three traitors, and Dr. LaBrat wants them dead. After giving Claude a five-lap test run with their new remote-control Taxis, he sends Claude out to kill all three of them by picking them up and intentionally destroying the vehicles.

The H2000 Water Company is troubling the Scientists and they need the problem gone. They hire Claude to infiltrate the well-guarded dam, sabotage its four turbines, blow up its generator, and escape with the alarms blaring. That means the dam is destroyed.

Red Valdez wants Claude to stage a Redneck attack on the Scientists by destroying their Clone Test Center with Montana's Pickup. Claude then follows the instructions.

The Scientists have developed a new Flamethrower which is being taken across town in a gold Security Van. Valdez tells Claude to jack a Cop Car to pull the Security Van over, then steal it. He then orders Claude to return the Van to the Zaibatsu Village. After he has delivered it, Claude brings a Fire Truck so the Flamethrower can be attached to it. He does so, and Red tests the new weapon out by having Claude kill 30 Rednecks at the Mobile RV Park.

At the Mobile RV Park, Claude starts a major battle of a game war. Just like the other battles, the game is simulated to actually have thousands of members of each team and side, so that there would be a lot of violence. That is the beta version of the game. In the beta version of

## GTA 2

this game, the developers tested out this battle with thousands of people fighting each other depending on the gang. During the test, there were lots of lags, and the game crashes the most often during the test. There were supposed to be exactly 30 thousand redneck members and a total of 60 thousand entities, but these caused entity lag. As a result, the developers decided to reduce the number of entities to only around 60 with 30 redneck members to kill this mission.

The Scientists and Rednecks are transporting contraband across town and Claude is ordered to steal it. This includes a Pickup, a Meteor, a red Stretch Limousine and a Cop Car.

As a test, Red orders Claude to steal a SWAT Van and a Special Agent Car from the authorities. Claude steals the vehicles and actually gets a wanted level. Claude explores every single street and place in the residential district while attempting to escape the cops.

Red Valdez has decided to strike at the Scientists by destroying their Cold Fusion Generators inside their Research Center. He sends Claude on this mission, but not before allowing several of his men to follow. Claude then does his job.

Red Valdez tests Claude by sending him to The Mall to kill 100 Scientists without vehicles. Now Claude is teaming up with the rednecks to kill 100 scientists, which is now a more difficult task. As a major battle, Claude goes to the mall and uses his weapons instead of vehicles for the battle. At the mall, Claude uses all of his weapons to kill his enemies in a battle. Because of game limitations, Claude has a boss-level health and lots of defense while the 100 scientists attempt to kill Claude. Claude then kills all of the enemies and reduces entity lag.

Red Valdez is planning on pulling off a job, but needs the cops out of the way. He has Claude create a diversion by stealing a Special Agent Car from the police station, then luring the cops away until the job can be finished. Claude gets the police out of the way in order for the job

to be done. This is for the final job before Claude can be allowed to leave the residential district. He steals police vehicles, so the job can be done without encountering the police.

Claude, who has been working for Dr. LaBrat's Scientists, Red Valdez's Zaibatsu Corporation, and Billy Bob Bean's Rednecks at the same time and has been weakening all of the gangs, is finally targeted by all three gangs. As the final job, Claude kills the three gang leaders, the last of his employers. As a result, Claude's residential bosses are killed, allowing Claude to move onto the next section of the game called industrial for more jobs to come for the game.

After the residential section of the game is complete, Claude explores the rest of the residential district and steals some of the cars. He saves the game for the last time and then goes on a tour of the residential district for the last time. He goes to the former location of the three gang members before saying goodbye. He removes all evidence of the residential gangs.

## GTA 2

### Industrial

Claude goes back to the phone and gets a call. The Zaibatsu Corporation is building shopping malls in Lattero - land that the Hare Krishna consider holy - so Sunbeam sends Claude to cause havoc at the Construction Yard. Finding the gates barred, Claude is sent to retrieve Leo the Locksmith from the water towers in northeast Krimea. After helping him lob a molotov cocktail into the structure's generator, Leo agrees to accompany Claude to the gateway to unlock it. Claude then infiltrates the heavily-guarded site to murder the construction firm's manager and destroy their truck, permanently halting the operation. This is Mission 46-1, the first mission in the Industrial District. Based on experience, Claude could have around 22 more missions left.

Mission 47-2 starts on the green phone. In retaliation for a police crackdown on the Hare Krishna's car theft operations, Sunbeam sends Claude out to obtain three Cop Cars and run through the crusher at Krishna Cranes in southeast Narayana.

Claude enters his work as Mission 48-3. Wanting to convert more Russians to the Hare Krishna cause, Sunbeam has Claude sneak into the heavily-fortified Lubyanka Warehouses to steal a truck, use it to trick the workers at Mad Island Docks in Tedium into boarding, then driving them to the Conversion House in northeast Tabernacle for indoctrination.

The Russians have put a contact out on the Hare Krishna's Grand Master, so Sunbeam asks Claude to bus a group of armed converts from Maharishi to Krimea to take the assassins out first. Once there, the group is instructed to kill an increasing number of Russian Mafia members to flush the assassins out into the open where they can be killed as Mission 49-4.

Claude enters the yellow phonebox and starts Mission 50-5. This mission is different than the other missions before and may appear in later missions as it could lack importance.

Claude enters the first red phonebox in the Industrial District and starts Mission 51-6. As this mission is similar to the one before, there is no importance except to rescue at the rooftop.

Mission 52-7 is similar to the last two missions due to the lack of importance. Exception to the less important features of the mission is working around the power station with hazards.

Mission 53-8 is slightly more important than the last three missions because it is basically about Grand Theft Auto. Claude does this mission and follows the directions of the boss.

Mission 54-9 is the next mission but less important. The only significance about the job is related to an accident. There is nothing else important about the mission, but Claude works on it.

Mission 55-10 is more like a payback mission. This can also be the first mission in more medium difficulty of another boss than the previous ones. Claude then gets some payback.

Mission 56-11 is called Lock Out! This is because the only close significance to the job is looking out and locking out something. Claude has to do these actions to complete the mission.

Mission 57-12 is all about a gang war. Claude gets into a gang war with some sort of gang and fights in order to complete the mission. Everyone on screen gets shot multiple times.

Mission 58-13 is much more important than the last few missions before. The boss says, "It's Uno Carb. The City Security Services are getting too big for their boots so we need to show them that Zaibatsu still mean business. Bring me a SWAT Van. Don't mess up." Claude follows what Uno Carb wants and brings the SWAT Van back as well as a tank possibly to get strong.

Uno Carb informs Claude Speed that the last tank that he stole was booby-trapped, so he needs another and wants Claude to steal the tank from the Army Base. Carb warns him that the Army Base is well guarded, so Claude enters the base through a side entrance. Claude destroys three tanks, so they can not give chase, before stealing the tank Carb has singled out. Claude



## GTA 2

drives the tank back to Carb's garage, avoiding the chasing Anywhere City Police Department and Army. Claude listens to Uno Carb and does Mission 59-14. Last, he switches to night.

When Claude switches to night, that means the player pauses and uses the settings to go onto night mode. This allows Claude to rest at night and save the game as the Jesus Saves. Once Claude turns back into daytime, he moves onto the next set of missions and the last set for sure. He begins working for the Russian Mafia and picks up on the easy green phone box.

Mission 60-15-1 is the next mission for Claude to work. Also, the player notices a count for Russian Mafia missions as the last few missions left in the game. A major meat processing company offers to feed the Russian Mafia if it supplies them with a cheap source of meat. Jerkov orders Claude Speed to steal a bus and pick up people waiting at bus stops. After enough have boarded, Jerkov orders Claude to drive the bus to the meat plant, wait for the passengers to be processed, then deliver them to the Kovski Diner in a Hot Dog Van.

Drug dealers working for the Zaibatsu Corporation have been cutting into the Russian Mafia's narcotics trade. To fix this, Jerkov has Claude drive to an alleyway in Tedium where a stolen Z-Type is stashed. Once inside it, he's directed to use it to pick up four drug dealers from around the district; one at the train station in Bayano, one waiting at the hospital, one at the power cores in Escobar, and a final one in Sennora. After all the dealers have been picked up, Claude drops the car off by the crane at Lubyanka Docks to drown them all. This is known as the last easy mission, the missions on the green phonebox, and is also known as Mission 61-16-2.

Jerkov wants to extort protection money from the city's emergency services, so he directs Claude to destroy a Cop Car, a SWAT Van, and a Special Agent Car all within five minutes. The player controls Claude and does what Jerkov wants as Mission 62-17-3 before moving on.

A group of Hare Krishna contract killers known as the Karma Assassins have been sent to take out Jerkov at a time when no one is available to protect him besides Claude. Eight assassins swarm into the area in Karma Buses, four with Pistols, two wielding Shotguns, and a couple lobbing Grenades and Molotov Cocktails. After they've been disposed of, Claude is sent to retaliate against the group's leader - Nova Bright - who's waiting in an armored Karma Bus parked in Tabernacle, flanked by another four assassins. By parking a car equipped with several explosives next to the bus, Claude is able to wipe the killers out completely for Mission 63-18-4.

Mission 64-19-5 is the last mission on the yellow phonebox and thus is the last one on the medium difficulty. Claude enters the phone and listens. Having lost big gambling against Jerkov, the Zaibatsu Corporation has invaded the streets of Russian territory with three tanks, each flanked by six Z-operatives. Claude is sent to destroy all three of the tanks.

Mission 65-20-6 begins with Claude entering the red phonebox, which indicates more challenge than the missions before. The Hare Krishna's philosophy of free love is preventing the Russian Mafia from making any money off prostitution, so Jerkov has Claude pick up Ivan and three of his mercenary friends who are waiting in Pravda. Once the group are aboard, they're directed to drive to the middle of the Holy Vedic Temple, kill enough Hare Krishna members to infuriate them, then hold the territory for two minutes as they try to defend it.

Mission 66-21-7 begins with Claude answering the phone. After some Russian gangsters with knowledge on an informant are captured by the Zaibatsu Corporation, Jerkov sends Claude to the power core in Escobar to get them all out alive. After destroying the four generators powering their cell door to free them, the corporation shuts the gates and sends Z-Agents Alpha, Epsilon, and Kappa to have the gangsters eliminated. Claude protects the Russians as Jerkov

## GTA 2

arranges for the power cores' gates to be reopened, then directs him to speak with Uncle Vanka in Lubyanka to interpret the gang members' information.

Learning that the informant intends to reveal intimate information about Jerkov's wife to the police, Jerkov has Claude steal a Cop Car (and uniform) and track down the informant's car with the sirens on. Though he jumps out of his vehicle to try and run, Claude does the same and catches up to him. The informant is easily coerced into being driven out to Lubyanka Docks, where members of the Russian mafia - including Jerkov's own son - are waiting to have him brutally executed. Claude completes the last regular mission in the whole game.

Mission 67-22-8 is the final mission of the Industrial District and the game overall. After discovering Claude's treachery and that he's been using them all along, the gang leaders are angered and are now in the district to personally kill Claude. Each antagonist appears in their respective cars: Uno in a Z-Type, Sunbeam in a Karma Bus and Jerkov in a Bulwark. And each will be equipped with their best weapons. Uno with a Rocket Launcher, Sunbeam with a Flame Thrower and Jerkov with a Machine Gun. Each boss will have their own level of difficulty to take out, but Claude manages to outsmart them all. Killing them in any possible way. Once all dead the city will go into a chaos-state. The Player must go through all of them back to their safehouse to exit the game or they can stick around and abuse the situation.

After the industrial section of the game is complete, Claude explores the rest of the industrial district and steals some of the cars. He saves the game for the last time and then goes on a tour of the industrial district for the last time. He goes to the former location of the three gang members before saying goodbye. He wraps up the entire game and saves. The End!

---

As the second work of the series, GTA 2 takes Claude Speed, the player of the game, on the retro futuristic location as Anywhere City, the city that is not based on a real life city. Take a look of how the player works through all three parts of the city: Downtown, Residential, and Industrial. Finally, this story serves as a level in between a short story and a traditional novel.

About Me: I already made a popular series in my channel, teach several lessons in Roblox, and develops four series of stories.



Gener Guzman

